FREE! PANINI SONIC STICKERS!

sonic the comic

No. 35 • September 30th 1994
Britain's OFFICIAL SEGA COMIC
£1.15 Every Fortnight

starring SONIC THE HEDGEHOG

ROBOT-NICKED!

EVIL DICTATOR GOES STIR CRAZY — INSIDE!

NEW TAILS STORY BEGINS THIS ISSUE!

SONIC STICKERS COME UNGLUED? CHECK WITH YOUR NEWSAGENT RIGHT AWAY!

9 770969 304020 35

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Oh, um...sorry, didn't see you arrive. I've been playing my brilliant new **Sega Multi-Mega**. What an ace piece of kit! I like it so much I've had it grafted onto my body. Only trouble is when those lazy humes want to play a Mega Drive or Mega CD game I'm carried off to the nearest power socket and plugged in! Sigh. The perils of being such a useful droid. Okay, listen up. There's a lot to get through.

STICKERS PART 1

Got your free starter pack of **Panini Sonic Stickers**? Great. These will go in the special album you received free with the last issue of *STC*. To collect the rest of the set look out for the packs of **Sonic Stickers** available at most newsagents and shops.

STICKERS PART 2

If you can't get enough of stickers, have I got a treat for you. Starting next issue *STC* presents **Sonic The Stickers**, five (count 'em) sets of brand-new stickers (designed to, um, stick just about anywhere) exclusively for you Boomers. There'll be one set given away free with each issue from 36 to 40. Get those regular orders in now!

TAILS FLIES AGAIN

Tails starts a brand-new story in this issue - *Zonerunner and The Flock*. Who or what are The Flock? You'll find that out next issue, but for now enjoy a new adventure starring Britain's favourite twin-tailed fox!

CHAMPION NEWS

The Champs are comin' back! You heard right, **The Eternal Champions**, stars of game, *STC* strip and their own Special are limbering up for a new series beginning in *STC 37*. Move the furniture, roll up the carpets and stand by for action!

I hear my **Multi-Mega** calling, Boomers. Time for another bash at *Jurassic Park* (why does the T Rex remind me of *STC*'s editor?). Pity the **Multi-Mega** is so pricey. Still, might be an idea to start dropping hints for Christmas now!

Megadroid

BOOMERWATCH

WANTED: BOOMERS FOR PRIZE EVASION!

The names on this list are wanted Boomers - wanted so that we can give them the prizes they have won for having letters or drawings printed in *STC*. For reasons best known to themselves they forgot to include their names and/or full addresses on their contributions.

Sonic Badge Winners

John Mulcreevy, Birmingham.
Doctor Robotnik picture: *STC 4*.
Andi Roberts, Altrincham, Cheshire.
Game Gear Heroes picture: *STC 4*.

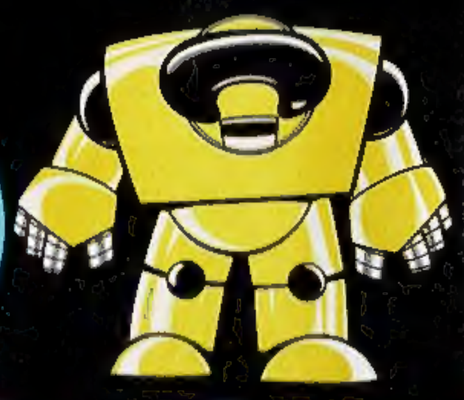
Tomy Sonic Water Fun Game Winners

Amanda, Marble Arch, London.
Letter: *STC 14*.
Unknown Boomer (AKA 'Doctor Robotnik'! No address).
Letter: *STC 16*.
Unknown Boomer (No details).
Decap Attack picture: *STC 20*.
Danielle Northey, Plymouth, Devon.
Picture: *STC 21*.
Sarah Payne, Llanishen, Cardiff.
Sonic Goalkeeper picture: *STC 25*.
Ross Shannon, Maughold, Isle of Man.
Letter: *STC 26*.
Unknown Boomer (AKA 'Dolphin Lungeroon'. No address).
Letter: *STC 28*.
Luke Burgess, Weston-Super-Mare.
Sonic football picture: *STC 29*.
Nicola Claxton, Hants.
Looney Tunes Bunny picture: *STC 29*.
Neil Fisher, Widnes, Cheshire.
Sonic football picture: *STC 29*.
Adrian Simmons, Kettering, Northants.
Sonic pic: *STC 29*.
Gary Williams, Margate, Kent.
Sonic football picture: *STC 29*.

If you are one of these Boomers — or know any of them — write now to:-

Boomerwatch,
Sonic The Comic,
25-31 Tavistock Place,
London WC1H 9SU.

All communications will be treated in confidence. Only cheats and saddos will be ruthlessly exposed.



The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

CHARTS COMPILED BY GALLUP (ELSPA)

MEGA DRIVE

1	—	FIFA INTERNATIONAL SOCCER
2	▲	FANTASTIC ADVENTURES OF DIZZY
3	RE	STREETS OF RAGE 3
4	▼	PETE SAMPRAS TENNIS
5	▼	PGA EUROPEAN TOUR GOLF
6	▼	SONIC THE HEDGEHOG 3
7	RE	ZOOL/JAMES POND 3
8	new	TERMINATOR 2
9	▼	THE CHAOS ENGINE
10	new	CHUCK ROCK

MEGA-CD

1	—	FIFA INTERNATIONAL SOCCER
2	—	TOMCAT ALLEY
3	▲	SONIC CD
4	▲	GROUND ZERO TEXAS
5	▲	SILPHEED
6	▼	WOLFCHILD
7	RE	ROAD AVENGER
8	▼	SENSIBLE SOCCER
9	RE	MICROCOSM
10	▼	DOUBLE SWITCH

MASTER SYSTEM

1	—	JUNGLE BOOK
2	▲	SONIC CHAOS
3	new	TERMINATOR 2
4	▲	MICKEY MOUSE 2
5	new	RESCUE MISSION
6	RE	SPEED BALL
7	▼	TAZ-MANIA
8	▲	XENON 2
9	new	PREDATOR 2
10	RE	THE NINJA

GAME GEAR

1	new	GEORGE FOREMAN'S BOXING
2	▲	JUNGLE BOOK
3	new	SPACE HARRIER
4	▼	WORLD CUP USA '94
5	▲	THE SIMPSONS
6	new	HICK & HACK:GLOBAL GLADIATORS
7	RE	CHUCK ROCK
8	▼	MICRO MACHINES
9	▼	STAR WARS
10	new	THE ADDAMS FAMILY

- **Managing Editor:** Richard Burton
- **Co-Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Cover:** Richard Elson
- **Special Thanks to:** Audrey Wong
- **Publisher:** Rob McMenemy

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GO ON PORKER, IT'S *YOUR* TURN!

OH... D... DEAR!

I REALLY, *REALLY* HATE HAVING TO DO THIS!

M... MAYBE HE'LL JUST REFUSE TO TALK TO ME. I HOPE SO!

G... GOOD MORNING, DOCTOR* ... I, ER... HOPE YOU SLEPT WELL. *GULP!*

I DID, PORKER LEWIS. I HAD A DREAM ABOUT WHAT I WAS GOING TO DO TO *YOU*... WHEN I ESCAPE.

D... D... DO TO ME?

SONIC THE HEDGEHOG™

Power of the Chaos Emeralds

PART 1

Script: Nigel Kitching

Art: Richard Elson

Lettering: Ellie de'Ville

* FOR THE STORY OF DOCTOR ROBOTNIK'S CAPTURE SEE LAST ISSUE - MEGADROID.

NOW ... NOW LOOK, ROBOTNIK, SONIC WANTS ME TO QUESTION YOU ON A COUPLE OF THINGS, SO I HOPE YOU'RE GOING TO COOPERATE!

HEH, HEH, HEH...

OH DEAR ... WOULD YOU, ER ... TELL ME SOMETHING ABOUT YOUR NEW GENERATION OF B... BADNIKS?

ER ... PLEASE ...

AS IT HAPPENS THERE IS A BADNIK WHICH MIGHT INTEREST YOU ... IT'S JUST THE RIGHT SIZE TO CONTAIN A *PIG*.

HLP!

RRRMMMBBBLE

HUH? WHAT'S THAT SOUND?

WELL, IT'S ABOUT TIME!

OH NO... IT'S KNUCKLES!

DON'T WORRY, DOCTOR, I'M HERE TO SAVE YOU FROM THE EVIL SONIC!*

SHKOOM!

* DOCTOR ROBOTNIK HAS CONVINCED KNUCKLES THAT SONIC IS THE HATED VILLAIN OF MOBIUS - MEGADROID.

SONIC... SONIC, COME QUICKLY!

SOUNDS LIKE PORKER'S IN TROUBLE!

WOULDN'T BE THE FIRST TIME...

GRA KRUUNG KRKK!

YOU SAID IT, PORKER, YOU NUMBSKULL!

I CAN'T LEAVE YOU ALONE FOR FIVE MINUTES, CAN I?

I WANT THE *CHAOS EMERALDS*, YOU TIRESOME LITTLE WRETCH!

AND BE *QUICK* ABOUT IT OR...

AWK!

SONIC, WHAT'S GOING ON?

OH, IT'S JUST PORKER LEWIS — PROFESSIONAL HOSTAGE, DOING HIS USUAL *THOROUGH* JOB!

DON'T WORRY ABOUT ME, SONIC! JUST DON'T LET ROBOTNIK TAKE THE EMERALDS!

DON'T TRY TO BE A HERO, PORKER, IT DOESN'T SUIT YOU!

JOHNNY, GET THE CHAOS EMERALDS.

AND SO...

WITHOUT THIS REFRIGERATED BOX THE EMERALDS WOULD BECOME UNSTABLE AND...

NEVER MIND ABOUT THAT, JUST GIVE THEM TO ME NOW, YOU *BLITHERING IDIOT!*

SEE? I TOLD YOU HE HAD THEM, DIDN'T I?

UUURK!

THOUGHT THESE EMERALDS WERE LOST FOREVER. BUT NOW THEY CAN BE RETURNED TO THEIR RIGHTFUL PLACE!

JUST ONE THING, EGG-HEAD. HOW DID KNUCKLES FIND YOU? THIS BASE IS A CLOSELY GUARDED SECRET!

SIMPLICITY ITSELF FOR ONE OF MY GENIUS! KNUCKLES HAS A SMALL IMPLANT IN HIS SKULL WHICH IS TUNED TO THE FREQUENCY OF *THIS* HOMING DEVICE!

NOW THE *EMERALDS*, IF YOU PLEASE!

TAKE THEM!

NOW LET THE PIG GO!

DON'T TRUST HIM, KNUCKLES. ROBOTNIK DOESN'T CARE ABOUT YOU, HE JUST WANTS THOSE CHAOS EMERALDS!

THEY'VE BLOCKED UP THE TUNNEL!

I'M NOT BEATEN YET!

KINTOBOR?

I'VE FOUND THEM SONIC... LOOKS LIKE THEY HAVE THEIR ESCAPE WELL PLANNED!

C'MON, TAILS, WE *STILL* HAVE A CHANCE!

RIGHT, SONIC!

MEANWHILE, ON BOARD ROBOTNIK'S ESCAPE VEHICLE...

I DID IT!...

I CAN'T BELIEVE IT! I'VE *FINALLY* GOT MY HANDS ON THE *CHAOS EMERALDS!*

BUT *I'M* KEEPING THEM, *RIGHT?*

YES... YES, OF COURSE! I AM AS KEEN AS YOU FOR THEM TO BE RETURNED TO THEIR RIGHTFUL HOME ON THE FLOATING ISLAND.

DOCTOR, LOOK...

...WE'VE GOT COMPANY!

HOLD HER STEADY, TAILS... I'M ONLY GOING TO GET ONE CHANCE ...

KROOOM!

WE'RE HIT! EMERGENCY LANDING!

THE FLOATING ISLAND... I SHOULD HAVE GUESSED THAT WAS WHERE THEY WERE HEADING!

KRTCH!

SOON.

DO YOU THINK THEY SURVIVED, SONIC?

HOLD ON! I SAW SOMETHING MOVE ...

THIS IS IT, HEDGEHOG! YOU'VE GOT IN MY WAY FOR THE *LAST TIME!*

KRANG!

NEXT ISSUE: **SONIC MEETS HIS MATCH?**

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: David Gibbon & Vincent Low.

HARDBALL

MD

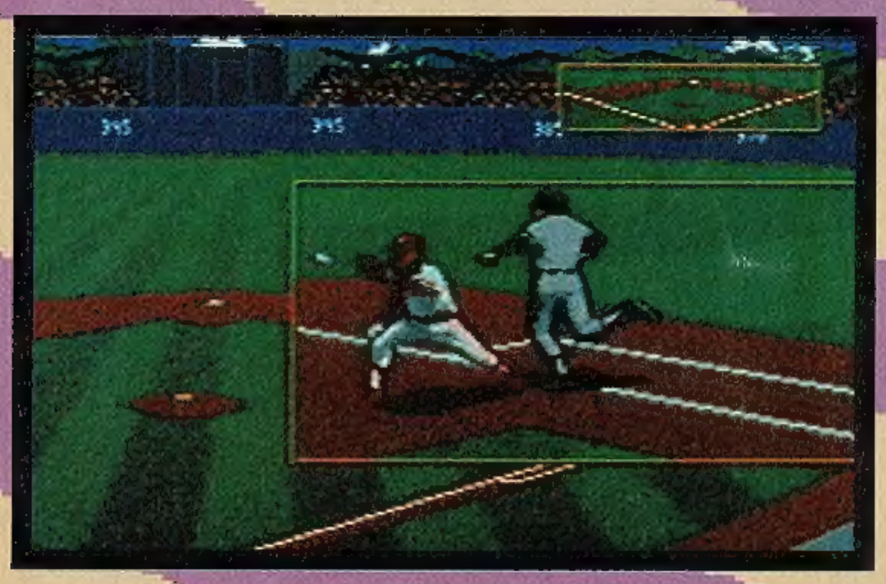
game type: SPORTS SIMULATION
1-2 PLAYERS

Video games publishers must all be psychic, because as soon as one publisher releases a certain type of game, you can bet another dozen will appear as if by magic. *RBI Baseball* was recently released and, hey presto, another one in the form of **Hardball '94** appears from Accolade. For some unknown reason, Time Warner Interactive (formerly Tengen) and Accolade were under the assumption that folk in the U.K. enjoy baseball. However, in reality only a small minority of people from this side of the pond follow the game.

Like *RBI Baseball*, **Hardball '94** features plenty of statistics and options, from playing a single exhibition match to a full blown 162-game baseball season. Most of the obvious things are here from a baseball game — ie, 28 Major League ball-parks (stadiums to me and thee!), 700 real-life players (which includes their pictures) and the new 1994 realignment structure (whatever that means?).

The graphics are nicely drawn, but the animation doesn't live up to the rotoscoped players featured in *RBI Baseball*. The game seems to be quite competent but, unfortunately, it falls short in the most important area — gameplay. Baseball doesn't feature much in the way of gameplay as it mainly consists of hitting a ball with a bat, but when you get this wrong there's actually not much left. This is the main problem with **Hardball '94**; it is possible to hit the ball, but you don't have any control on its direction. Therefore, more often than not the ball ends up in a fielder's hands.

For those who are looking for a decent Baseball game, *RBI* is undoubtedly the better of the two. If Accolade had released **Hardball** prior to *RBI* I may have recommended it, but as it is, Time Warner have produced a much better baseball simulation. - DG



FAST FAX

PUBLISHER	PRICE
ACCOLADE	£44.99

GRAPHICS 81

SOUND 68

PLAYABILITY 69

RAVES
Good view of the playing area.

GRAVES
Not as playable as its rival, *RBI Baseball*.

OVERALL 73%

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

TAZ 2

game type: PLATFORM
1 PLAYER

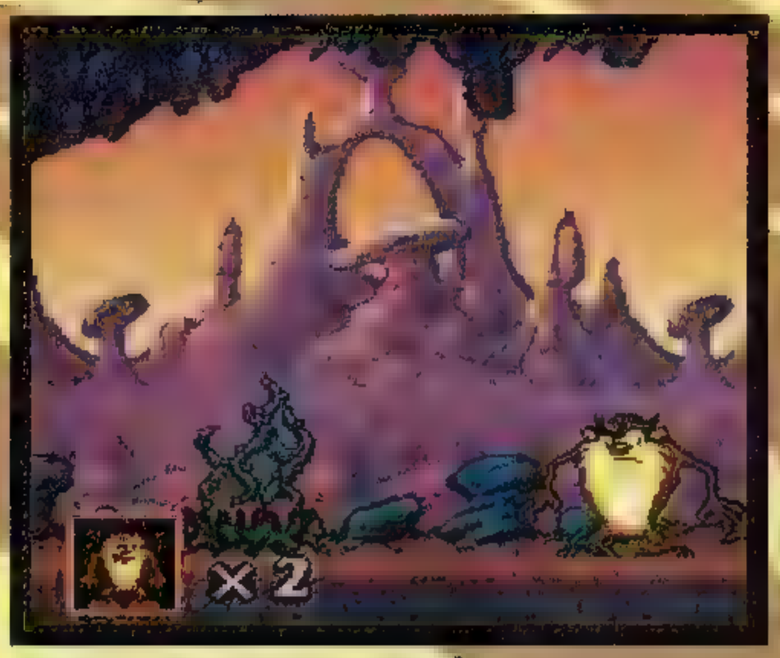
MD

ESCAPE FROM MARS

Good old Taz is back with a vengeance! The original *Taz* was released over a year ago and was a great game with superb presentation, good sound and bouncy gameplay. **Taz 2** is called **Escape from Mars** and follows closely in the steps of the original.

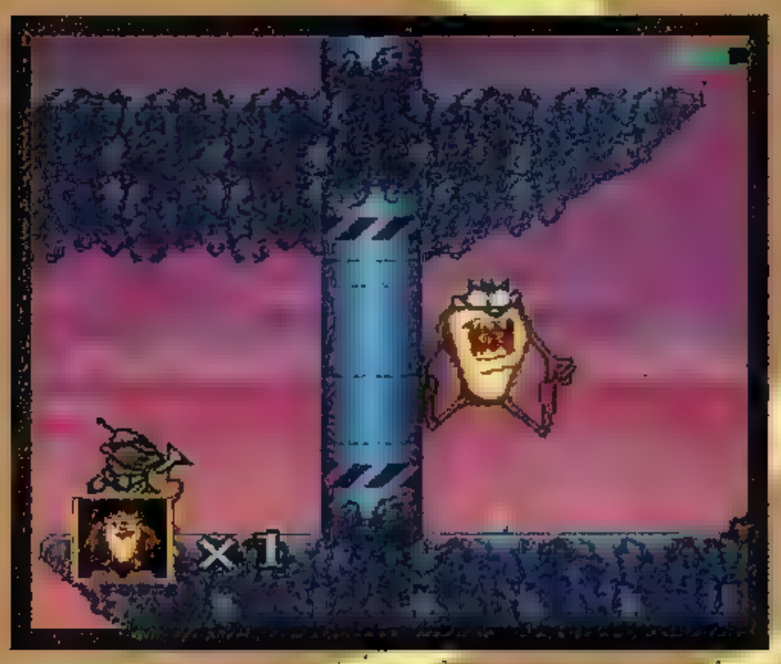
Marvin the Martian has found a book on rare Earth creatures and happens to take a liking to Taz. So he beams him up from Earth into his ship and then drops him off on various parts of Mars. Taz has to find his way through each terrain, taking out the nasties and finding the exit to fight the inevitable boss.

Each stage is littered with a mixture of aliens and tricky terrain. There are some nice touches like spinning through the ground and Taz growing to three times his already large size. As controller, you have to break through walls, spin out bouncing eyeballs and ram almost everything in sight. There are extra power-ups along the way in the form of food for your life gauge, a box of rocks to spit, and a gas canister that allows you to became a



walking flame thrower. As with the first Taz you have to avoid the bombs or they blow you up taking away precious life energy. With Taz being so large the play area nasties more often than not bump into you and you can't avoid them whilst spinning at speed.

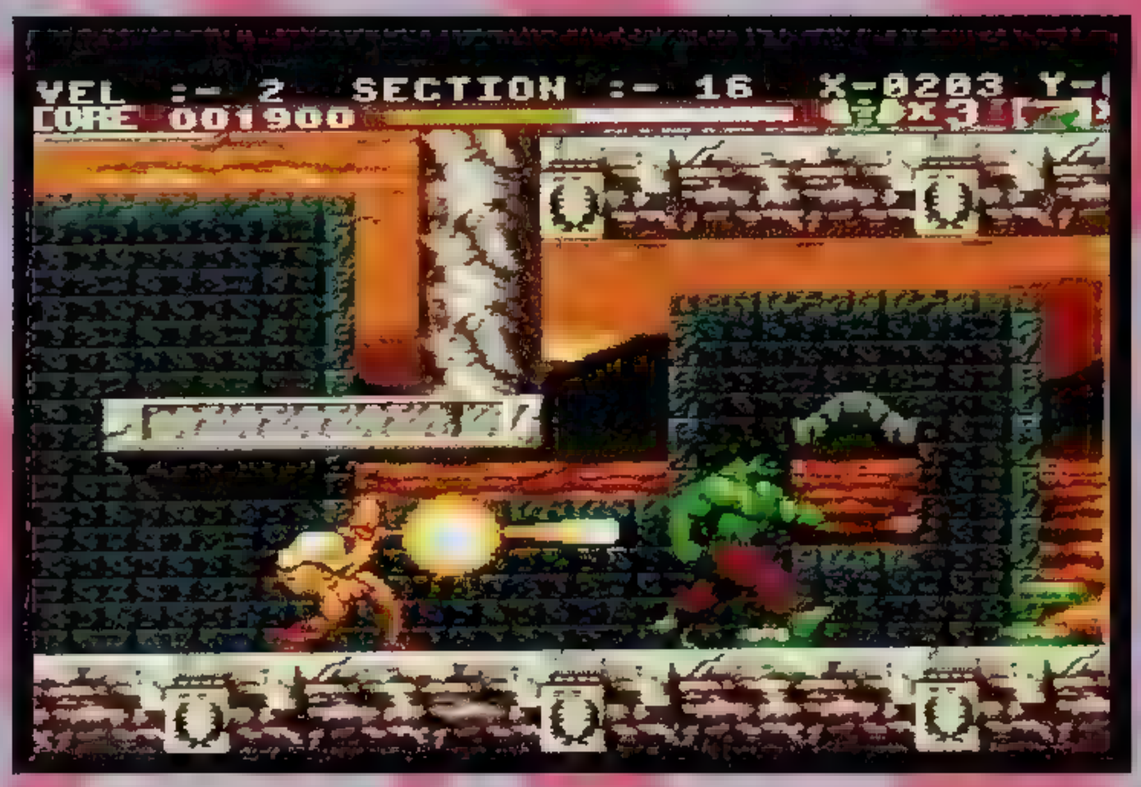
The graphics in **Taz 2: Escape From Mars** are good and the sound is adequate. Unfortunately, however, the controls can be frustrating and the gameplay is very limited and offers little that is new. - VL



THE INCREDIBLE HULK

game type: PLATFORM
1 PLAYER

MD



The Incredible Hulk was originally an American comic-strip which was later made into a TV series in the '70s. Since you Boomers are too young to remember, here's the plot ... a scientist called Dr Bruce Banner has been exposed to a gamma-ray blast. As a result, every time he becomes angry his shirt rips open, his body turns green, and he becomes incredibly strong.

In the game you take control of the Hulk and attempt to get through the five massive levels and defeat the Hulk's greatest enemies — Tyranus, Absorbing Man, The Abomination and The Rhino, together with their armies of baddies.

The levels in **The Incredible Hulk** contain rooms and hidden passages ready to explore which become more interactive as you go along. There are switches to open walls, barriers to break and other objects which can be used to your advantage. In the role of the Hulk, you even get to smash up cars, buildings and throw objects such as telephone boxes!

The gameplay matches the graphics in terms of quality. When it comes to a one-to-one battle with a baddie, it plays more like a *Streetfighter 2* fight than the average platformer where all you do is press fire to kill an opponent. Difficulty levels allow the game to be set for experienced or novice players and you have a maximum of nine lives. There are certain areas which are too small for the Hulk to get through, so you have the option to revert back to Dr Banner. If however, *he* gets attacked, the Hulk reappears before your very eyes and this transformation features even more wonderful animation.

As well as being able to kick, punch, jump and pick things up, you can also grab, headbutt, throw or drop the baddies! When the Hulk achieves enough power you get to perform some special moves, such as stamping on the enemies head, shoulder charging at speed, and crushing the opposition into a small ball!

The Incredible Hulk is overflowing with features; the amount of moves the character is able to perform, together with the great interaction and superb graphics make this the most fun, challenging, and addictive platformer of the year. - DG

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 70
SOUND: 60
PLAYABILITY: 60

RAVES: Great presentation.
GRAVES: Dull gameplay.

OVERALL: 70%

FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS: 92
SOUND: 83
PLAYABILITY: 87

RAVES: Best platform game of the year so far!
GRAVES: Room for improvement on the Sound.

OVERALL: 90%

HUNGRY FOR MORE BADNIK-BUSTING ACTION?

TUCK INTO

Sonic THE POSTER MAG

No. 6

ON SALE NOW!

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PLUS ALL NEW GIANT SIZE POSTER - IT'S TASTY!

MUTANT LEAGUE™

Bring Me The Head of Coach Brikka PART 5

SCRIPT: Steve White/ Brian Williamson

ART: Anthony Williams/ Steve White

LETTERING: Tom Frame

WELCOME BACK! WELL, BONES JACKSON AND THE MIDWAY MONSTERS SEEM TO HAVE HIT A SNAG IN THEIR BID TO RECOVER THE STOLEN HEAD OF THEIR VERY OWN COACH BRIKKA, RIGHT BOB?
ABSOLUTELY, CHUCK! K.T. SLAYER HAS ACTUALLY BUCKED THE ODDS AND SUCCEEDED IN BEATING THE HEROES AND GETTING THE COACH'S HEAD TO TOXICON HQ.!
...WHERE, UNLESS I MISS MY GUESS, ZALGOR PRIGG IS ABOUT TO SPRING A SURPRISE DOUBLECROSS OF HIS OWN! PLAAAY BALL!
AT LAST BRIKKA'S HEAD IS MINE! WITH HIS TACTICAL KNOWLEDGE AND SKILL, MY NEW TEAM WILL BE...WILL BE...WELL, INVINCIBLE!
NOT TO MENTION THE BEAUTEOUS BRENDA BRIKKA! WITH HER AS MY BRIDE I'LL BE SITTING PRETTY, KING OF THE HILL, NUMERO UNO, CAPO DE TUTE CAPO...
HEY! WAIT UP, SQUID FER BRAINS! I GET TO MARRY BRENDA— THAT WAS THE DEAL! ME! NOT YOU! ME! ME! ME!

CHANGE OF PLAN, TROLL-BREATH!

BWA-HA-HA!

SLLAMM!

I'LL GET YOU FOR THIS YOU BACK-STABBIN', DOUBLE-DEALIN', SLIMEY, SKUNK SUCKIN' SCUMBALL!

TOUGH BREAK, K.T. LISTEN, I GOT AN IDEA YOU MIGHT LIKE...

YOU KNOW THAT OLD SONG? THE ONE ABOUT THE LEG BONE BEIN' CONNECTED TO THE HIP BONE, THE HIP BONE CONNECTED TO THE BACK BONE?

UH, YEAH, SO WHAT?

SO, UNLESS YOU AGREE TO **HELP** US GET THE COACH'S HEAD BACK THEY'RE GOIN' TO HAVE TO **REWRITE** A VERSE OR TWO ONCE WE'VE FINISHED WITH YOU, **GET IT?**

ULP! GOT IT!

GOOD! NOW FIRST WE'VE GOTTA FIND A WAY THROUGH THAT DOOR.

NO SWEAT! LIKE A DIAMOND, EVEN THE TOUGHEST DOOR HAS A WEAK SPOT. ALL WE NEED IS A **FOOTBALL!**

OR SOME **SIMILAR** OBJECT...

OH, HEY GUYS! YOU DON'T MEAN... YOU CAN'T BE SERIOUS...

THERE HAS TO BE ANOTHER WAY! **GUU-UUUYS!**

HOLD STILL, YA BIG SISSY! IT WON'T HURT A BIT! HEH! HEH!

PUUUNT!

YEEOOOWCHH!

OKAY, SO I LIED, SUE ME!

KLUUNNNNG!

WHAT'S THAT NOISE? SURELY THOSE LUNKHEADS AREN'T STILL TRYING TO BREACH MY IMPREGNABLE FORTRESS?

OH, HEAVEN FORFEND!

KRWWAM!

IMPOSSIBLE!

INDUBITABLY!

GLUGGENBLAKKENGARGLEARGGLESLURP!

'SCUSE ME, COMIN' THROUGH! COME TO POPPA, COACH!

WAK!

AUTO DEFENCES ON LINE! NOW! IMMEDIATELY! AT ONCE! **NNOOOOWW!**

IDIOTS! SHOOT **THEM**, NOT MY EQUIPMENT! YOU DEPLETED-URANIUM MORONS! LAST TIME I SEND MY WEAPONS TO THE IMPERIAL STORMTROOPER GUNNERY SCHOOL...

KAPOW!

BADOOM

BDAM!

OKAY, PROF, LET'S MAKE A DEAL. YOU REMEMBER THAT OLD SONG...

K.T. SLAYER'S GOT DADDY'S HEAD AGAIN!

WE'LL DEAL WITH K.T. LATER! RIGHT NOW WE'VE GOT TO GET OUT OF HERE BEFORE THESE AUTO-GUNS REMEMBER HOW TO AIM!

BONES, THERE'S ANOTHER DOOR COMING DOWN!

YEAH! TIME TO MAKE LIKE A SHEPHERD...

...AND MOVE THE SHEEP...OR SOMETHING LIKE THAT...

KDDUNNG!

WHOA!

OOOEW! I CHIPPED A NAIL!

OOOF!

THUMMM!

HEY! LOOK OUT! WHERE'S THAT **SCREEN** COMIN' FROM ?

OKAY, BONES — IT'S A STAND-OFF! LET'S MAKE A DEAL, HUH ?

WHAT DID YOU HAVE IN MIND?

A **GAME** — MY TEAM AGAINST YOURS. **WINNER TAKES ALL!** TO THE VICTOR GO THE SPOILS — THE CHAMPIONSHIP OF THE **MUTANT FOOTBALL LEAGUE** AND BRENDA'S HAND IN MARRIAGE!

JUST MY HAND..?

EXTRAORDINARY! THE PLAY-OFF TO END ALL PLAY-OFFS! DO YOU THINK THE MONSTERS WILL GO FOR SLAYER'S SPORTING GESTURE, BOB ?

THE STAKES ARE HIGH, BUT I THINK THEY HAVE TO, CHUCK!

OKAY, K.T. YOU GOT A DEAL! ONE GAME, WINNER TAKE ALL!

AND MAY THE BEST TEAM WIN!

DON'T WORRY, YA SAP, THEY WILL! HEH. HEH. HEH!

IF I MAY BE SO BOLD, SIR...

BWAHAHAAHAA!

NEXT ISSUE: READ THE COMIC! BUY THE TOYS! IT'S...STUNTYCOMBINEOCARNOFORMABOTS! (Um)

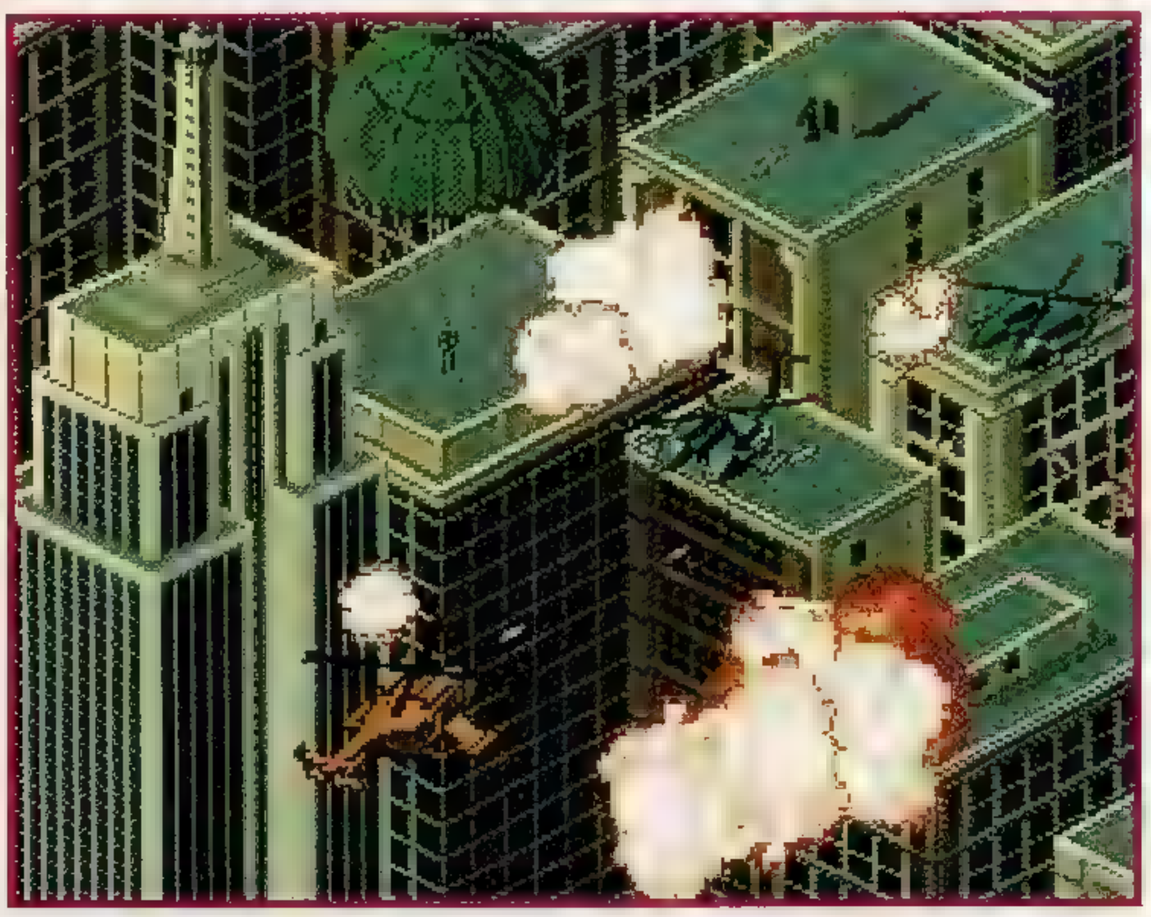
NEWS Zone

Richard Tyler making use of his sticky hands.

Newshound: Garry Penn

IT'S AN URBAN JUNGLE OUT THERE

EA'S URBAN STRIKE TAKES TO THE STREETS



*Rooftop action takes in a new meaning in **Urban Strike**. The only thing missing is Arnie in his Harrier jump jet!*

EA's premier attack-helicopter action game series continues with the release of Urban Strike this month.

Following on from the highly-successful *Desert Strike* and *Jungle Strike* the new game moves the action a few years into the future (2001 to be precise) and into a new environment - the city.

As usual you command a series of highly-advanced, heavily-armoured offensive vehicles - two choppers and a GAV (ground assault vehicle) - and have a mission to complete. In this case an evil media mogul about to unleash a huge arsenal of high-tech weaponry against the United States.

Urban Strike features 10 challenging levels, all of which feature excellent new graphics, not to mention the odd real-life landmark, such as New York's World Trade Centre and San Francisco's Alcatraz prison. Included in the 10 campaigns are 60 different sub-missions, such as rescuing drowning victims of a sinking cruise liner and defusing bombs planted on the Golden Gate Bridge.

New features packed into the game include the option to leave your vehicle and fight the enemy close-up, timed sequences, the ability to carry and drop items by winch and the use of smart bombs which cause destruction over a wide area.

Urban Strike is the biggest and most action-packed *'Strike'* offering from EA yet. It's due out on the Mega Drive within a couple of weeks, priced at £44.99.

TURN TO THE PAGEMASTER

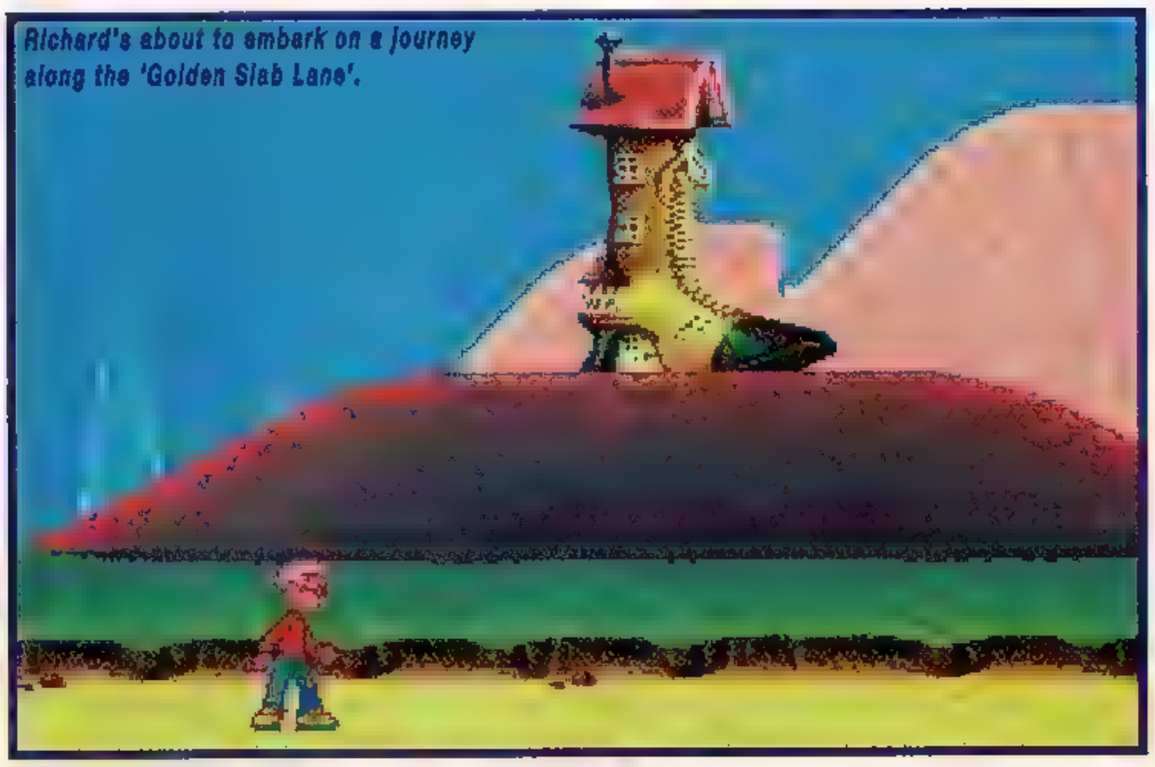
A NEW FILM BECOMES A NEW GAME

*All the animation frames for **The Pagemaster** were drawn by professional animators on paper then converted to the Mega Drive. This picture shows Richard Tyler before he's coloured in and shrunk to become a more 'playable' size.*

Probe Software, previously responsible for converting *Alien 3* and *Mortal Kombat* to the console formats, are bringing **The Pagemaster**, the new film starring wunderkind MacCaulay Caulkin, to life on the Mega Drive.

In the film, Caulkin plays Richard Tyler, a boy who's too safe for his own good. He's worried about the possibility of accidents, not just in and around the home, but around the world (like earthquakes and nuclear strikes). However, little does he know that an adventure awaits in the strange illustrated world of **The Pagemaster** (played by Christopher Lloyd, perhaps best known for his role as Doctor Emett Brown in the *Back To The Future* films).

The film mixes live action with animation, with Richard exploring



three different domains - Horror, Adventure and Fantasy - and meeting famous fictional characters such as Mr Hyde, Frankenstein's Monster, Long John Silver and The Big Bad Wolf!

In the game dozens of platform-heavy levels are split into three stages, with secret areas to discover and a 3D bonus section, which sees Richard flying on a book, avoiding pillars and collecting items for points.

Richard's repertoire of movements is extensive, and at his disposal are special effects such as Magic Shoes, Eyeballs, Fairy Dust and Sticky Hands (which allow him to pull himself along ceilings). He can even pick up and throw various objects to help him on his way. The soundtrack features speech taken straight from dialogue recordings made for the film.

The Pagemaster film opens in the UK on 4th December, with the Mega Drive version of the game appearing from Sega around the same time.

BUILD YOUR OWN FUN

THEME PARK IS COMING TO THE MEGA DRIVE

Getting bored with all those white-knuckle rides? Fed up with losing your lunch on the roller-coaster or going round in circles on the Big Wheel? Time to get your own back with **Theme Park** from Bullfrog Productions.

Theme Park enables you to design and run your very own theme park. You get total control over every aspect of running the park from deciding which rides you want, fixing the prices, controlling the speed and the length of each ride, to controlling the amount of salt on the punters' chips and ice in their cola! There's also a strategy element in the game involving making your park profitable and ripe for later sale for serious spondooliks!

Theme Park has been causing a stir in computer versions for some time. Now Bullfrog are converting it to the Mega Drive. It will be distributed through Electronic Arts early in 1995. Sounds like fun.

SHORT BURSTS

ROUGH AND ALMOST READY

Any idea what US Gold's **Rough Racer** might be about? Sure, it's a racing simulation which is intended to be a little rougher than the rest. But did you guess that it features more than 50 different courses spread over eight locations around the world? You did? Well, there's no way you could know that the competition takes place day and night (with headlights used to illuminate the way) and even sometimes around icy tracks. Are you also aware that **Rough Racer** is released on the Mega Drive and the Game Gear at the end of this year? Well, you are now!

WHERE ARE THEY NOW?

For those of you who may be wondering what happened to all those interesting sounding Virgin releases mentioned in *STC* over the past six months, here are some answers:-

- The gambling simulation **Caesar's Palace** for the Game Gear has been released in America but has been put on hold in the UK.
- **World II: Heart Of The Alien** for the Mega-CD has experienced a few delays but it's definitely still on the way (only a new release date has yet to be set).
- **Terminator** for the Mega-CD has also been subject to a problem or two. Most notably a duplication error, but it should be available by the time you read this.
- **Spot Goes To Hollywood**, the third *Cool Spot* release to come from Virgin, still uses an isometric perspective viewpoint, but, unfortunately, it's grown too big for the standard Mega Drive and is now in development solely for the Mega Drive 32X (and, no doubt, the Saturn).
- Finally, the ruff 'n' tuff **Rock 'n' Roll Racing** is nearing completion for a release on the Mega Drive before the end of this year - stay tuned for more details.

QUESTION TIME

Not that we want to worry you, but lately there's been a lot of talk in the industry of cartridge sales (for all consoles) not being as healthy as they used to be. Is it because the players are growing tired of the same old stories being dressed up in new clothes? Is it the absence of value for money? Or is the ever-nearing imminent arrival of the next generation of consoles holding everyone back? *STC* is interested to hear your feedback - any ideas?

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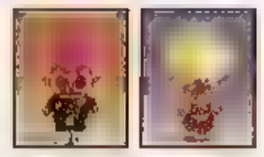

PLEASE TICK APPROPIATE BOX

BIKER		GIRL WITH KITTEN	

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Sensible SOCCER RE-VIEWED

SNES Force

SENSIBLE SOCCER *is the best game on the SNES by a long way' - 94%*

Superplay

'Sensible Soccer is the greatest' - 91%

[illegible]

'Absolutely superb to play, fantastically presented and one of the most professional pieces of software ever' - 94%

[illegible]

'If I could only take one game to a desert island, it'd be this one' - 97%

[illegible]

Sensible Soccer *has always been a much more playable game than FIFA, and this CD version just makes it all the better' - 94%*

[illegible]

Mega Tech - 96%

[illegible]

Mega Drive and SNES Limited Edition World Cup '94 Version Includes:

- Fully recreates the 1994 World Cup Competition
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- Enhanced intro utilises full capabilities of the Mega CD. Its 60 seconds long with a CD quality soundtrack, and features TV style graphics and a fully rendered [illegible]
- Over 100 in-game sound effects re-recorded in CD quality sound, including crowd samples that react to the action on-screen

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Time Warner Interactive, 1 Rushmills, Bedford Road,

TIME WARNER INTERACTIVE

NEW SERIES

Tails

Zonerunner & The Flock

Part 1

Script: Mark Eyles
Art: Roberto Corona
Lettering: Elitta Fell

CHEMICAL PLANT ZONE, PLANET MOBIUS.

BWHAM!

THAT'LL SLOW DOWN ROBOTNIK!

NOW, LET'S GET OUT OF HERE!

OH-OH! TILTING PLATFORM!

FRIZZ!

HEY, MY SNEAKERS! THE *MEGA MACK'S** ATTACKING THEM!

I'LL SAVE YOU SONIC.

DON'T SWEAT IT, KID.

A SUPER SONIC SPIN WILL GET ME CLEAR OF THE MEGA MACK AND SPIN DRY MY SNEAKERS.

*MEGA MACK - A TOXIC LIQUID WHICH HAS FLOODED THE CHEMICAL PLANT ZONE - MD.

HELP! WHO ARE THEY? WHAT'RE WE GOING TO DO?

ZING

PTING

RUN! DO I HAVE TO TELL YOU EVERYTHING? WASN'T THAT OBVIOUS, PIXEL BRAIN?

ZING

ZING

QUICK, IN HERE, SMALL STUFF.

ZING

ZING

CRANK IT UP, TAILS!

WHOOOSH!

A STRAY BULLET HITS THE TUBE CONTROL...

R

L

PTOW!

...AND SENDS TAILS DOWN A DIFFERENT PIPE TO SONIC...

HOOK

WHOOSH WHOOSH

WHOOSH

WHOOSH

WHOOSH!

PSHUI!

...AND THEN I'LL FLOOD THE ZONES AROUND THE CHEMICAL PLANT ZONE WITH MEGA MACK.

OUCH!

EGGCELLENT PLAN, NUTZAN BOLT. THE *POISONOUS* MEGA MACK WILL SOON FLUSH OUT THAT MEDDLING HEDGEHOG AND HIS FRIENDS.

WHO DARES TO DISTURB ME WHEN I'M ON THE VIDEOPHONE?

IT WASN'T ANY OF US, OH MIGHTY NUTZAN.

IT WAS HIM. OVER THERE. THE FOX.

WHERE'S **SONIC** GONE?

THE 'S' WORD!

HE USED THE 'S' WORD!

OH, NO! HE DOESN'T LOOK VERY FRIENDLY. WHAT AM I GOING TO DO?

NEXT ISSUE: ENTER **THE FLOCK!**

PHOTO Zone

After such a *positive* response to STC 34's Photo Zone, here's another Sonic Zoom Feast for all you nosey humes. Once again the following snap happy Boomers will each receive an original, classic STC badge, not seen since issue 2. Coo-ell!

Oliver Lycett, Wolverhampton, W Midlands. MD owner. Sonic Badge Winner.

Alexander Sofras, East Molesey, Surrey. GG/MS owner. Sonic Badge Winner.

Hannah Murray, Bridlington, E Yorkshire. Sonic Badge Winner.

Antony Whitton, Newark, Nottinghamshire. MD/MS owner. (Sonic drawn by Antony's mum). Sonic Badge Winner.

AT LONG LAST YOU CAN ENTER THE...

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Missed out on any of the power-packed issues of Sonic the Comic? Pining over the loss of thrill and excitement? Disbelief? Worry no more. Sonic Boom has the answer. Welcome to the Back Issue Zone.

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Q is for Blackthorne.
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Enter the Q Zone to
unlock more cheats for
your favourite
Sega games.

SONIC Solved

Q Zone's in-depth solution for **Sonic 3** on the Mega Drive continues. Your guide, Vincent Low once again provides the low down on the latest and greatest Sonic adventure yet.

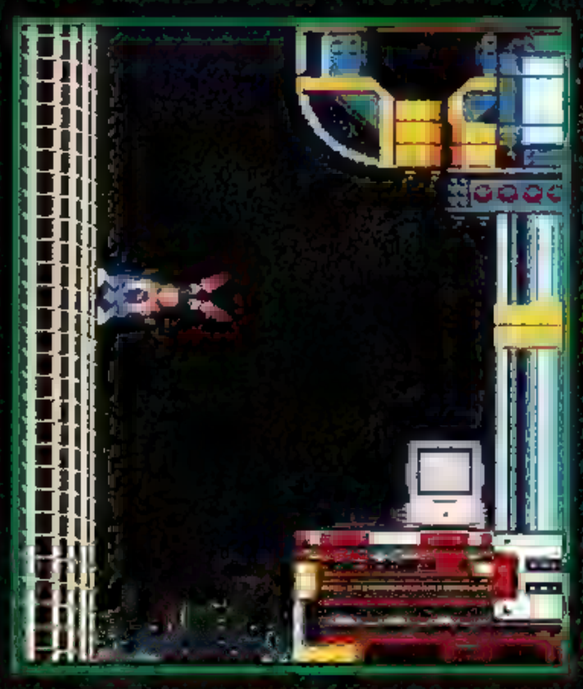
SONIC 3 MD

PART 2 - THE ZONES CONT'D

CARNIVAL NIGHT

ACT 1

Things to look out for:-
- Balloons.
- Ridge Bumpers.
- Bumpers.
- Candy Stick.
- Giant rotating mesh columns.
- Flame Carriers.
- Dropping Platform.
- Coil.



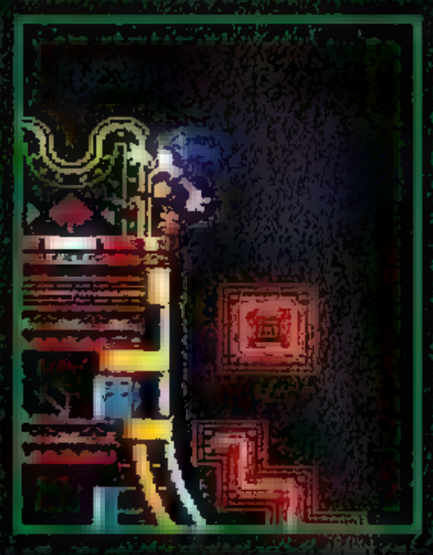
Things to watch out for:-
- Batbots.
- Clamers.
- Blasters.

There are masses of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you have to jump off in order to make it rise again! Bounce off balloons to reach the higher places holding hidden TVs and rings.

ACT 2

This act incorporates much of the previous act's elements.

Things to look out for:-
- Ridge Bumpers.
- Large Cannon (Sonic-Shooting).
- Switch.
- Thermal Plates.
- Anti-Grav platforms.

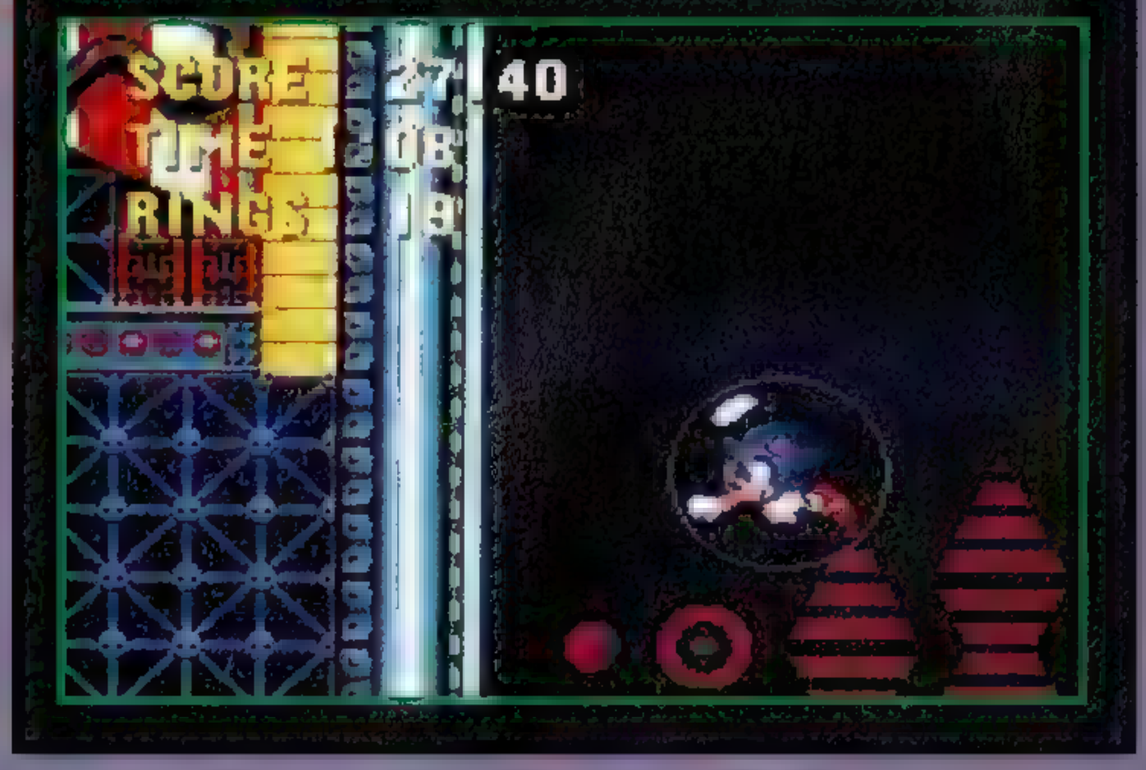


Things to watch out for:-
- Batbots.
- Spinning platforms.
- Knuckles.

Horizontally stacked accelerators kick Sonic up to even faster speeds. The 'candy stick' columns help him on his downward and upward runs, whilst bumpers make life that bit tougher. Use the Star Posts to get to the 'Gumball Machine' Bonus Round where you can rack up extra lives and shields.

If Sonic lands in one of the large cannons it will throw him in almost any direction. The real dangers are the bats, exploding canisters and moving blocks that crush you .

There is a Bonus Round in this act, cunningly concealed in the left wall next to the cannon. Of the three TVs you find there, be careful of the gap in the floor beneath the middle one!



ICECAP ZONE

ACTS 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! This zone contains basically the same items in both acts, which we'll cover in this section.

Things to look out for:-
- Spring-loaded drums.
- Swing Lifts.
- Ice Blocks.
- Spring Boards.
- Spring Drums.

Things to watch out for:-

- Star Pointers.
- Penguinators.
- Springs.
- Snow falls.
- Ice Pillars.
- Snow Ledge.
- Ramming Pillar.
- Stalactites.
- Ice Blaster.

Both acts have Sonic and Tails a-slippin' and a-slidin' around, so you'll need a steady hand on the joypad. You may get the impression that there aren't that many obstacles to overcome. However, don't be deceived as those you do find are very tricky and timing is crucial!

The Ice Blasters are fiendish, and the upward swinging Swing Lifts which Sonic needs to get to the next platforms are awkward and require practice. Avoid them by running right and hoping for the best!

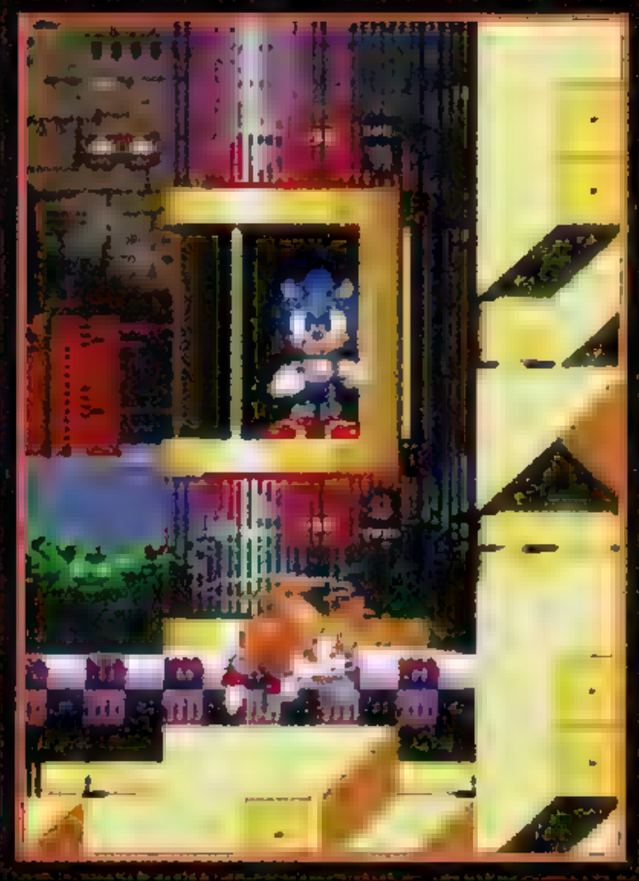
You have to learn some new timings for the spring-loaded drums but remember ... avoid those Penguinators as they keep coming back!

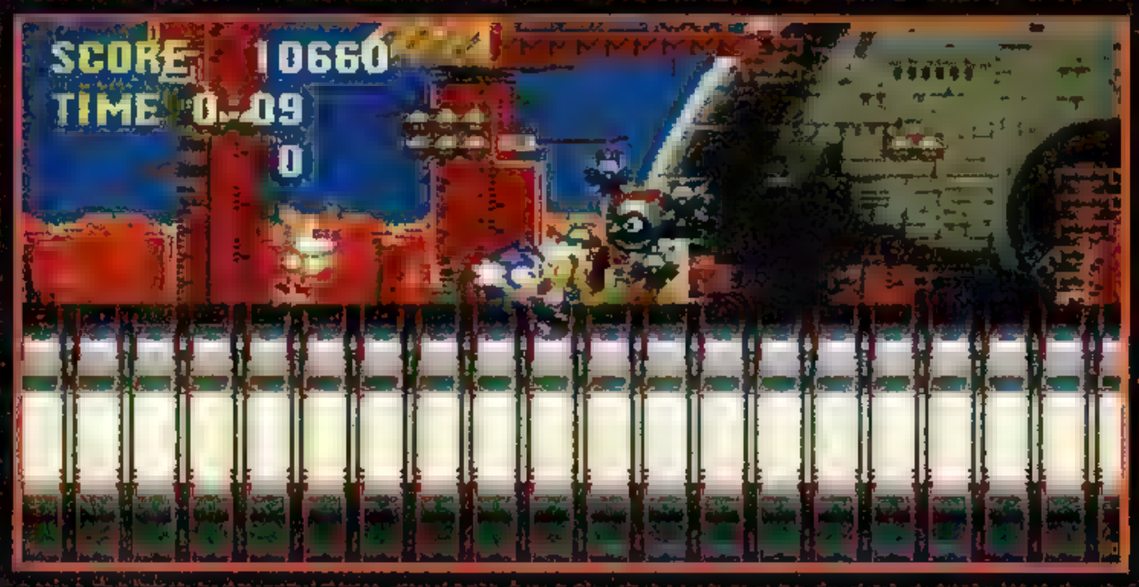
Things to look out for:-

- Overhead Swing.
- Rotating Gold Cups.
- Catapult Levers.
- Floating Platforms.
- Travelators.
- Tubes.

Things to watch out for:-

- Flybots.
- Ribots (two types!).
- Orbinauts.
- Snail Blasters.
- Corkey.
- Overhead Lasers.
- Flame walls.
- Rotating Red Sirens.
- Rotating Magnetic Drums.





Launch Base can best be described as extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots!

Take your time and carefully evaluate all the items around you. Try to take them out, or — if your nerves can take this — jump over or run past them.

Some of the worst combos come on the huge magnetic rotating drums, which have spiked orbs in the middle and under them. They are mixed with springs and flame throwers to give a dangerously painful combo. Boomers, you have been warned!

LAUNCH BASE

ACTS 1 & 2

The items encountered in Launch Base are very similar to those within the Icecap Zone. However, Act 2 has more Robotnik TVs to avoid, and more TV power-ups to collect in the form of Water and Fire shields. Act 2 also has faster and longer sections to complete.

Both are seriously heavy rounds so you really have to earn those points — never mind trying to keep Sonic unharmed!

NEXT: How to beat the Bosses!

Decap Attack

WHO KILLED CHUCK? PART 2

FRANK N. STEIN (VOTED BEST MAD SCIENTIST 1993) IS ABOUT TO PERFORM DELICATE BRAIN SURGERY ON CHUCK WHEN...

CHAINSAWS-R-US

WE'VE GOT A VISITOR... IT'S A *COP*.

I'M INVESTIGATING A MISSING PERSON... *DOUBLE GLAZING SALESMAN.*

THIS WAS THE LAST HOUSE HE WAS DUE TO VISIT ON THE DAY HE VANISHED.

HERE'S HIS PICTURE. LOOK FAMILIAR?

Y'KNOW, PAL, I CAN *SMELL* A KILLER... IT'S A KNACK I HAVE...

IF YOU VOULD EXCUSE ME A SECOND, OFFICER, VHILE I HAFF DER QUIET VORD MIT MY ASSOCIATES.

IGOR UNTIE CHUCK.

Script & Art: Nigel Kitching **Lettering:** Steve Potter

OKAY, VHICH VON OV YOU KILLED THE DOUBLE GLAZING SALES-MAN?

click!

NOT ME!

IGOR!

WELL THAT'S *TYPICAL* I MUST SAY! IF IN DOUBT BLAME IGOR. YOU NEVER THINK IT MIGHT BE *CHUCK*, OH NO. 'IGOR', ALWAYS...

VELL, *VAS* IT YOU?

I *SUPPOSE* SO. BUT I *CAN* EXPLAIN...

"...IT WAS ABOUT SIX MONTHS AGO..."

*HAHAHA-HEHUHOCCHEHAHA!** TONIGHT I VILL CREATE *LIFE!* ALL I NEED IS DER FRESH *CORPSE!*

**CAUTION! DON'T TRY THIS LAUGH AT HOME (BECAUSE PEOPLE WILL THINK YOU'RE A LOONEY) – MEGADROID.*

BUT IT'S *REALLY STORMY* OUT, I WANT TO STAY HERE!

MAKE SURE YOU DIG UP DER FRESH ONE!

...BUT I'LL GET ALL WET...

BOY DO I *HATE* THIS JOB!

MOTHER ALWAYS SAID I SHOULD HAVE BEEN A HAIR-DRESSER!

Bing Bong

NOW WHAT KIND OF IDIOT WOULD COME CALLING ON A NIGHT LIKE THIS ?

GOOD EVENING SIR, DO YOU HAVE ANY PLANS TO IMPROVE YOUR PROPERTY?

OH, NO! A *DOUBLE GLAZING* SALES-MAN!

BOG OFF!

YOU HAVE BEEN SELECTED FROM THOUSANDS TO RECEIVE A MASSIVE 85% DISCOUNT!

WE OFFER A FREE, NO-OBLIGATION ESTIMATE...

MAKE SURE IT'S A FRESH ONE HE SAYS

A FRESH ONE

WELL YOU'D BETTER COME IN... YOU'LL CATCH YOUR *DEATH* STANDING OUT HERE!

HOW MUCH TO DOUBLE GLAZE THIS ONE..?

WELL SIR, WE COULDN'T USE ONE OF OUR STANDARD UNITS...

BUT WE COULD MAKE YOU SOME CUSTOM GLAZING AT A *VERY* REASONABLE EXTRA CHARGE!

DO TELL...

HOW DID YOU FIND SUCH A FRESH CORPSE, IGOR? DIS VON IST STILL *VARM!*

I... AH, IMPROVISED. I'VE IMPROVED MY SHOVEL TECHNIQUE...

DIS IST *IT*, IGOR! TONIGHT IST DER NIGHT WHEN I VILL FINALLY *CREATE LIFE!*

AND HE DID. HE CREATED...

ME! HE CREATED ME! WHICH MEANS YOU ARE MY *MURDERER!*

HEY, IT WAS THAT OR RISK CATCHING A NASTY CASE OF THE SNIFFLES!

SAY YOUR PRAYERS IGOR!

NEXT : *MESSY!*

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Sonya, 'Tails' latest girlfriend.' Does Aimee know about this? (see 'Lonely Hearts' below).
Paul Burrows, Hindhead, Surrey.
GG/MD/MS owner.
Sonic Water Fun Game Winner.

Kn-Kn-Kn-Knuckles!
Nicky Helwea-Larsen, Amersham, Bucks.
MD owner.
Sonic Water Fun Game Winner.

Guess What?

Dear Megadroid,

I, along with many other Boomers, thought the free tattoos in *STC* 22 were brilliant. The puzzling thing is what on Mobius does 'HWA' mean?

Anthony Crook, Daryhulme, Manchester.
MD owner.
Sonic Water Fun Game Winner.

Mmm, let's see Anthony — Horribly Wet Armpits? Huge Wide Area? Or could it be Hedgehog With Attitude?

Lonely Hearts

Dear *STC*,

If Tails ever wants a girlfriend then I am the one to ask as I fell in love with him at first sight! Please ask Tails to get in touch with me if he'd like to see a photo first.

Aimee Coleman, Mappenley, Nottingham.
Sonic Water Fun Game Winner.

First? Shouldn't you at least stick to your own species, Aimee?

Bad & The Ugly

Dear *STC*,

Although I like Sonic and Tails, my favourite character has to be Doctor Robotnik. Don't get me wrong, but there's nothing quite like a good old baddie!

Neil Hollands, Southfleet, Kent. MD owner.
Sonic Water Fun Game Winner.

You'd be sure to get on with the humes who think they're in charge then Neil.

Sonic The Tonic

Dear *STC*,

The worst thing about being in hospital is they don't sell *STC* and the food is horrible, so please send me a prize and cheer me up. I'm looking forward to seeing Knuckles in his own strip. Keep up the good work.

Jason Griffiths, Liverpool, Merseyside.
Sonic Water Fun Game Winner.

Then look forward to STC 39, Jason, when our mega new Knuckles strip will have you in stitches.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

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DATA STRIP

Fill in & send to:

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25/31 Tavistock Place,
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 35 OF STC?

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